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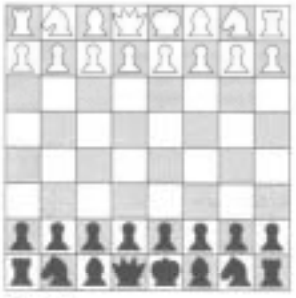

Figure 1

Renaissance Chess Set
#1861413

To start the game, place pieces on the board (as shown in Figure 1). The player with the white pieces moves first. You and your opponent take turns making a move until the game ends. To make a move, simply move a piece from its current square to another square. The square you move to must be empty or contain a piece belonging to your opponent. If the square contains an opponent's piece, then that piece is removed from the board and placed off to the side. This type of move is called "capturing."

In chess, there are six types of pieces. Each type of piece moves in a different way.

HOW A PAWN MOVES (See Figure 2):
The Pawn is special because it has two different moves. One type is where it moves to the empty square directly in front of it. The other type is where it moves to capture a piece in front on the left, or in front on the right. When a Pawn moves straight ahead, the square it moves to must be empty. On its first move, the Pawn may move two squares straight ahead. It may not jump when making this move. When a Pawn moves up two squares, it cannot leap over a piece. So if there is a piece directly in front of the Pawn, it cannot make the two-square move. The other type of move a Pawn may make is a capturing move to the square in front to the left, or to the square in front to the right. When the Pawn moves like this, it may not move to an empty square, only to capture. When you move a Pawn to the last row, you remove the Pawn from the board and replace it with another piece. You can replace it with a Queen, a Rook, a Bishop or a Knight. So three things happen on the turn where you move a Pawn to the last row:

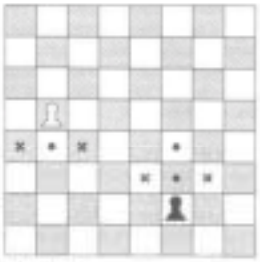

Figure 2

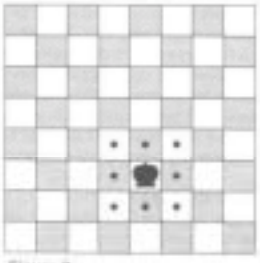

Figure 3

1. You move the Pawn to the last row.
2. You remove the Pawn from its square on the last row.
3. You put your replacement piece on that same square in the last row. The new piece can now move on the next turn.

HOW THE KING MOVES (See Figure 3):
The King moves one square in any direction. He may not move to a square where he could be captured. He can move to any color square.

HOW THE QUEEN MOVES (See Figure 4):
The Queen can move any number of squares in a single line in any direction. She may not jump over other pieces. She can move to any color square.

HOW THE BISHOP MOVES (See Figure 5):
The Bishop can move any number of squares diagonally through the corners of the squares. He can only move to a same-color square. He cannot jump over other pieces.

HOW THE KNIGHT MOVES (See Figure 6):
The Knight (or Horse) is special because it can jump over other pieces. It moves by leaping two squares forwards, backwards or sideways, and then turning and leaping one more square, making an 'L' shape. The Knight can only move to opposite color squares.

HOW THE ROOK MOVES (See Figure 7):
The Rook (or Castle) moves straightforward, backwards or sideways, but not diagonally. It cannot jump over other pieces. It can move to any color square.

WHEN TO SAY "CHECK":
When you make a move that puts your opponent's King in danger of being captured, you tell your opponent you're attacking their King by saying "Check." It's a polite way of telling your opponent that they have to protect their King on their next move. Your opponent must then make a move that protects their King. If they can't make that move, then you win the game. When you make a move, you should never make a move that will let your opponent capture your King. If you did, your opponent would capture your King and you would lose the game.

HOW THE GAME IS WON:
You win the game when on your next move, you can capture the opponent's King, and there's no move your opponent can make to prevent it. That's when you say "Check Mate!" Have fun and good luck!

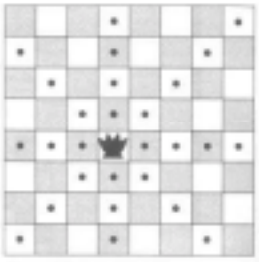

Figure 4

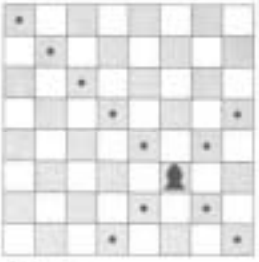

Figure 5

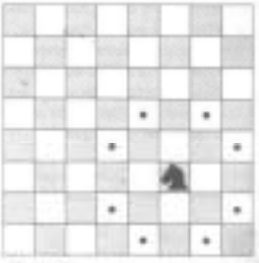

Figure 6

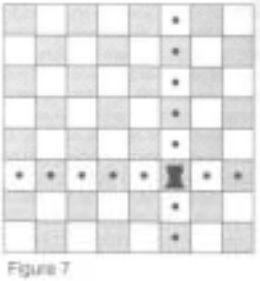

Figure 7